



## SOFTBALL - COED updated 07/26/21

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**NO ALCOHOL ON THE FIELDS OR IN THE DUGOUT. PLEASE BE AWARE OF THE CITY RULES REGARDING THE SPECIFIC FIELD YOU ARE PLAYING ON!!**

**Please see highlighted sections for rule changes/updates/etc.  
Rules below are EFFECTIVE 7/30.**

### 1. EQUIPMENT

- 1.1. BATS: Legal bats are as defined by USA rules. Bats must have an ASA 2004 (or newer) stamp and not be on the banned bat list. Bats not following these rules may not be used for Club Sport play. This information can be found at <https://www.teamusa.org/usa-softball/certified-equipment>
  - 1.1.1. The first time a team comes to the plate with an illegal bat, the batter is considered out. The second time the team uses an illegal bat, the batter is out and ejected with possible league suspension.
  - 1.1.2. Each individual is responsible for using legal bats.
  - 1.1.3. Orlando Club Sport and the umpires reserve the right to disallow a bat should it be thought the bat may have been doctored. If a bat is used and proven to be doctored (i.e. painted over, "corked", shaved, etc) this will result in the immediate ejection of the person using the bat and the owner of the bat, and the owner/user may possibly be suspended for the remainder of the season or longer, as this is a safety issue.
- 1.2. BALLS: Only league provided softballs may be used for game play
- 1.3. GLOVES: Players may use any type of softball/baseball glove
- 1.4. CLEATS: **No metal spikes are allowed.** Wearing metal cleats is an ejectable offense.
- 1.5. JEWELRY: No jewelry can be worn during the games, for the safety of all players.
- 1.6. Shirts and closed toe shoes/cleats must be worn at all times while playing.
- 1.7. PITCHING SCREENS:** When pitching screens are available, they are considered mandatory.
  - 1.7.1. The screen may not be more than 3 feet in front of the pitching rubber and must cover half of the pitching rubber.
  - 1.7.2. The screen can only be moved between half innings, after it has been dislodged, or when a pitching change has been made.
  - 1.7.3. The pitcher may release the ball from either side of the screen, but must have at least one foot in contact with the pitching rubber.
  - 1.7.4. The pitcher **must** be behind the screen after releasing the ball until the ball is hit. Once the ball is hit, the pitcher may come from behind the screen to field the ball. IF the pitcher is not behind the screen until the ball is hit:
    - 1.7.4.1. The batter has the choice of the result of the play or taking first base.
    - 1.7.4.2. The pitcher will receive a warning.
    - 1.7.4.3. If it happens a second time, the pitcher can be removed from that position for the remainder of the game. They may play any other position.
  - 1.7.5. If a batter hits the screen, it is a foul ball the first time (**courtesy foul rules apply**), and an out the second time per at bat.
  - 1.7.6. If the screen is hit with a thrown ball, it will be considered a live ball.
  - 1.7.7. The Halo Rule will not apply when a pitching screen is used.
  - 1.7.8. If a pitching screen is not available, the Halo Rule will be in effect, and a pitching mask is encouraged.
- 1.8. PITCHING MASKS: Pitching masks/face guards (when available) are highly suggested for all softball leagues.

## 2. PLAYER CONDUCT

- 2.1. APPEALED PLAYS: In an appealed play, only the team captain may discuss the play with the umpire. The captain must notify the umpire who made the call they would like to appeal the play before the next pitch (the umpire may ask for help from the other umpire and/or Coordinator at their own discretion).
- 2.2. EJECTIONS & SUSPENSIONS: Players ejected from any league may be required to serve a one or more game suspension pending league review, including any doubleheaders, and this is the call of OCS field staff. Physical altercations will not be tolerated and may result in multi-game suspensions or ejection from the league altogether. Verbal abuse of officials or players, fighting, foul language, disruptive behavior and continued rough play could result in suspensions regardless if a player has been ejected.
- 2.3. FAKE TAGS AND VERBAL/PHYSICAL DISTRACTIONS: No fake tag outs or yelling at a defensive player as they are making a play will not be allowed. Doing so MAY result in the runner being called safe (fake tags) or out (verbal distraction) and possible ejection of the offending player.
- 2.4. THROWING BATS: Intentionally throwing the bat in anger or frustration after your turn up to bat will result in an automatic out for the batter and the following batter and may result in player's ejection, at the umpire's discretion.
- 2.5. PROFANITY: Profanity will not be tolerated and may be grounds for players being called out or ejected on the discretion of the umpire (this includes playing music that is offensive).

## 3. LINEUPS

- 3.1. BATTING LINEUPS: Lineups must be presented to the umpire before each game by game time. **Once the lineup cards have been submitted to the umpire, they become official and you may add players to the bottom only.** All substitutions must be given to the umpire as being made.
- 3.2. BATTING RATIOS: Batting order can be random with no specific sex order as long as you follow your overall ratio. When batting 4 women you may bat up to 7 men, when batting 5 women you may bat up to 8 men, when batting 6 women you may bat up to 10 men. You may always bat more women than these ratios, but not more men.
- 3.3. MINIMUM PLAYERS: A minimum of 8 players (at least 2 being female) from the **team's roster** must be present at game time or the team will forfeit the game. **i.e. 6 guys to 2 girls**
  - 3.3.1. **7 men 4 women (1 out of 3 batting twice if needed)**
  - 3.3.2. **8 men 5 women (1 out of 4 batting twice if needed)**
  - 3.3.3. **9 men 6 women (2 out of 4 batting twice if needed)**
  - 3.3.4. **10 men 6 women (2 out of 4 batting twice if needed)**
  - 3.3.5. **\*6 men 2 women (both batting twice) \*If playing with the minimum # of people**
  - 3.3.6. **When a female must double up in the batting order, her 2nd at bat cannot occur until all other females have batted. Only women can bat twice in the rotation. This order must stay consistent through the entire game or until an additional female arrives.**
  - 3.3.7. **\*\*\*Men CANNOT bat twice in the lineup.**
- 3.4. LATE PLAYERS: Any players arriving after the first pitch of the game (not already placed on the line-up card) must be placed at the end of the batting order.
- 3.5. INJURED PLAYERS: If a player is injured during a game, the captain must notify the umpire to remove the injured player from the line-up card with no additional penalty. An injured player that has been removed from line-up cannot return to the game.
  - 3.5.1. Female injury: If a female incurs an injury, then a female must bat twice to achieve the proper ratio. The females must maintain the proper A, B, C, D order which prevents a female from having her 2nd at bat until all other females have batted. If female batter B is injured then A stays in the same spot, C shifts to B, D shifts to C, and A bats in D's spot. If batter A or D are injured then no exception is needed i.e. if D gets injured A replaces D and vice versa.
- 3.6. PICKUP PLAYERS: Pick up players are NOT allowed during the playoffs. **Any pickup players during the regular season must be signed on an Orlando Club Sport roster for another team for that particular night/location.** Failure to do so, even if discovered after the fact, may result in a forfeit.
  - 3.6.1. Teams must have a minimum of 8 players (at least 2 being female) from their roster present. Teams with less than 10 eligible fielders may pick up players (not putting the team over 10 fielding players). Teams may not pick up more than 2 non-roster players for a game.

- 3.6.2. If more players from your team show up to allow subs, pick up players must be removed. The rostered players that show up must take the line up spot of the pick up player (of the same gender).
- 3.6.3. If you fail to report pickup players after the start of the game and it is reported or caught before the end of the game it will become a 2 run penalty for EVERY PLAYER picked up, so please remember to report your pickup players to the scoring umpire.
- 3.6.4. If illegal players are discovered during the game they will be immediately removed and the other team will have the option of taking a forfeit win, or collecting 2 runs per illegal player (players will still be removed from the game).
- 3.6.5. **Players may not appear on more than 2 official rosters per league unless approved by the Club Sport office.**
- 3.7. ROSTER CHECKS: Players have the right to ask for a roster check of the opposing team after the start of the game and before the end of the game. These requests must be made with the coordinator/umpire during game play, and if it is found that the opposing team is playing with an “illegal player” (i.e. not on that team’s roster or not signed) then staff reserves the right to remove the player and/or forfeit the game. Club Sport staff decisions are final and roster checks may not be made by players once the game has finished.
- 3.8. FORFEITS: Forfeit time is game time. Coordinator along with umps calls game time. If a team forfeits twice within the season they may not be allowed to play in the playoffs. A forfeit will be counted as a 7-0 win.

#### 4. GAME PLAY

- 4.1. 3/2 SOFTBALL: We will be playing 3/2 softball, meaning each batter starts the count with 1 ball & 1 strike.
- 4.2. TIME LIMIT: Games are 50 minutes with a maximum of 7 innings. The inning in progress at the end of 50 minutes will be the last inning and completed. (An inning starts once the third out of the previous inning is called.) NOTE: If the home team is batting with the lead, the score will be final at the time the game is called. The ump will enforce this rule and will try to keep teams informed of time remaining. NOTE: due to differing circumstances in each and every game, some games will finish short on an hour in length, while others might run over the hour mark. Please respect your ump's call in this matter, as they must keep all games on time in fairness to teams playing later hours and due to facility permit restrictions.
- 4.2.1. Courtesy Time: Teams will have until 10 minutes past the designated start time to field a **legal team**. This must be requested by the captain.
- 4.2.1.1. **If your team has the minimum number of rostered players (6 men and 2 women), the game will begin at its designated time.**
- 4.2.2. Regular season games may end in a tie.
- 4.2.3. In the case of rain or other event, the league has the right to call a game as official if more than 30 minutes has elapsed. In this instance, the final score will be counted at the end of the last completed inning. **Exception: if the home team ties or takes the lead in the bottom of an inning when a game is called, that incomplete inning WILL count.** If a game does not reach the 30 minute mark, it will be replayed in full as a new game.
- 4.2.3.1. Playoffs games that are called once the game has begun will be rescheduled from the point of which the game was called.
- 4.2.3.2. The current batting lineup will be followed; however approved changes can be made. Any playoff eligible players will be allowed to play in the rescheduled game.
- 4.3. MERCY RULE (regular season): If a team is up by 15 runs after 4 completed innings or 10 runs after 5 completed innings, the game will be called.
- 4.4. FIELDING PLAYERS/RATIOS: Teams may not have more than 6 men in the field defensively. A full defense of ten players would be 6 men and 4 women (or more women with less men).
- 4.4.1. Teams may not have more than 6 players in the infield (including pitcher and catcher).
- 4.5. COURTESY RUNNERS: **Players requesting a courtesy runner must do so BEFORE their at bat.** A player needing a courtesy runner will not be allowed to advance past first base, save for an over the fence home run or a walk (where a male is awarded two bases with a female behind him in the line-up.)
- 4.5.1. **Once a player has established a courtesy runner, they must use one for the remainder of the game.**

- 4.5.2. Umpires and/or OCS staff can overrule courtesy runners to ensure fair play. Runners will be the same sex/last out (or furthest in lineup card if no out).
- 4.6. NO DESIGNATED FIELDERS: Any player playing the field must bat at some point during the game and must be on the batting lineup card while in the field (may share a spot). Two (2) players sharing a spot in the batting line up MAY play the field at the same time regardless of who is in the batting line up at the time.
- 4.7. INTENTIONAL WALKS: Only one intentional walk may be given per game. No pitches have to be thrown.
  - 4.7.1. Attempts to walk a player by "intentionally" throwing unhittable pitches (as judged by umpire) will result in a walk with the next batter (male or female) being given the option to hit or walk. If the next spot in the lineup is an automatic out, that out will be waived.
- 4.8. 7 RUN RULE: When a team brings in the 7th run of the inning, it is counted and is also the 3rd out. In the final 10 minutes of the game (or the 7th inning), the 7 run per inning rule does not apply (unless the team that has scored 7 runs is up by 20 or more runs). This DOES NOT apply during playoffs.
- 4.9. FOUL BALLS: Once the batter has 2 strikes, they are allowed one courtesy foul. The next foul ball will be considered an out. Foul tip: Catchers may attempt to make the catch on a foul tip. If the catch is made, the batter is out and the ball is live. The height of the ball over the batter's head no longer applies.
- 4.10. RUNNERS: Stealing bases and "leading" is not allowed (will result in an out).
  - 4.10.1. SLIDING IS PERMITTED.
  - 4.10.2. If the ball beats a runner to a forced out base in time to peel off, the runner must do so or both runners may be called out.
- 4.11. POSITIONING OF OUTFIELDERS: When a female is batting, all outfielders must stay behind the outfield line/cones until the ball is hit. If this rule is violated, the following procedure will take place: If the player hits the ball, the ball remains alive until the umpire calls time out. The umpire will then decide which is more advantageous to the batting team, the hit ball or an automatic pass to first base. If the ball is not hit, an automatic pass to first base is given.
- 4.12. HOME RUNS: There is no limit for over-the-fence Home Runs
  - 4.12.1. Each team is responsible for retrieving their home run balls (as well as out of play foul balls)
  - 4.12.2. On an over the fence home run, base runners and batter do not need to advance any bases.
- 4.13. RETRIEVING BALLS OUT OF PLAY: If players refuse to make an attempt to retrieve their balls, the umpires are given the right to call balls/strikes/outs on the offending teams if balls are not brought back into play in a timely manner, potentially causing a delay in the game.
- 4.14. WALKS: If a guy is walked and the next scheduled batter is a woman, she must bat unless the team has two outs - in which case she will have the option of hitting or taking a walk. Regardless of the number of outs, the guy will advance to second if walked with a woman as the next scheduled batter.
  - 4.14.1. You may walk in a maximum of 1 run at any one-specific point during the game.
  - 4.14.2. If the next batter is a "missing" woman and the team is forced to take an out, the guy automatically advances to second base (with all other runners advancing accordingly) before the automatic out is recorded.
- 4.15. ORANGE/SAFETY BAG: While running to first base if there is a possible play at first (e.g. ball is still in the infield) the runner must touch the orange (outside bag) or will be called out by the umpire (defense must touch only the white bag). When in doubt runners should touch the orange base to avoid being called out.
  - 4.15.1. Once the runner has touched the orange bag, the entire bag is considered ONE bag for both offense and defense and can be used for the runner to stand on or tag up, as well as the defense to tag the bag on runners returning to first base.
- 4.16. HALO RULE: If a pitching screen is not available, the halo rule will be used in order to provide a safer environment for players. If a batter hits a ball sharply through the pitching "halo", the umpire will signal a dead ball out (pitchers may not attempt to convert a double play as it is an immediate dead ball out).
  - 4.16.1. The 'halo' is designated by a chalk line, or if lines do not exist, then extending 2 feet beyond the pitching rubber on both sides, and one foot above the pitcher's head, regardless if the pitcher is there.
  - 4.16.2. IF the same batter hits through the 'halo' later in the game, they may be subject to ejection (and possible suspension).

- 4.16.3. Arguing of this rule by either side will not be tolerated as this is a judgement call by the umpire and excessive arguing is grounds for player ejection.
- 4.17. POSITION OF FIELDERS: A defensive player may not impede a runner's progress by standing in the baseline, unless the defensive player is fielding a batter ball. In this instance, the defensive player has the right to field it and the runner must avoid contact with the fielder.
  - 4.17.1. A defensive player may not block a base unless they have possession of the ball. Defensive players must catch the ball, block the base, then make the tag - in this order. Blocking of the bag without the ball shall result in an obstruction call, a warning to the offending player, and the runner will be awarded the base.

## 5. PLAYOFFS

- 5.1. FORMAT: Tournament is single elimination with seeding based on regular season standings. All teams make the tournament.
- 5.2. SEEDING: Tournament seeding will be based on the following criteria (based on won-lost percentage where applicable): 1) winning percentage, 2) head-to-head play with two teams tied (if 3 or more teams are tied then it will go to the next tiebreaker), 3) overall run differential for the season, 4) coin flip.
- 5.3. EXTRA INNINGS: There will be extra innings during tournament games where play ends in a tie. Extra innings will start with a runner on second base (base runner is the one who made the last out in the previous inning).
- 5.4. UNLIMITED RUNS: There is no 7 run per inning rule. A Team may score an unlimited number of runs per inning.
- 5.5. MERCY RULE: There is a 10 run mercy rule after 5 innings.
- 5.6. TIMED GAMES: All games (including Finals) will be 50 minutes in length (or 7 innings). Games will still be subject to the rainout rule.
- 5.7. ELIGIBLE PLAYERS: All players, including added players, must sign their team's roster/waiver BEFORE the end of their team's final regular season game in order to be eligible to play in the tournament. If a player is not signed in on the roster by then, they are not eligible for the tournament.
  - 5.7.1. Playing with ineligible players may result in a forfeit. This call will be made by OCS staff.
  - 5.7.2. It is the responsibility of the team captains to make sure all players in their line-up card are eligible players for all games.

## 6. ROSTER MANAGEMENT

- 6.1. If you have NOT paid the team price, Club Sport has the right to add to your team until you reach the advertised maximum number of players. If you wish to have less you may buy extra roster spots. If you wish to have more you may as long as free agents have not been added. If you have made a team payment, you can have up to 14 players. Any additions above this number must pay \$10 BEFORE playing or the team may forfeit their game. Teams registering individually will pay a prorated amount depending on when the player signs on. Players that have already signed the roster may not be replaced: once they have signed, they are locked into that roster spot for the entire season. Any team that has registered individuals (free agents) must get permission from OCS office staff to add more than the roster maximum.
- 6.2. REFUNDS: OCS is not responsible for any refunds at any time during the season. If a party cannot continue the season, it is the responsibility of that party to replace themselves on the roster (in a new roster slot) if they so choose. Also they must notify the OCS office of the change.

**If you are having difficulty interpreting the rules, please ASK! If a rule is not stated above, please refer to USA Softball Rules.**